- (1) CD (your game)
- **Install Guide** (16 pp.) with quick installation instructions, directions for creating a floppy boot disk, configurations for a variety of memory management systems and Troubleshooting answers to possible problems.
- **Player's Guide** (24 pp.) covering movement, fighting, interaction, etc..
- **Reference Card** lists all key commands for a single-glance reminder.
- *CyberMage* **Comic** — the first issue of the 3-part *CyberMage* mini-series by Adhesive Media.
- **Registration Card** — please tell us who you are!

CYBERMAGE™
DARKLIGHT AWAKENING™
INSTALL GUIDE

Welcome to *CyberMage: Darklight Awakening*. This guide includes quick installation instructions for users more familiar with the process, and a detailed, step-by-step guide to installing the game. If you experience any difficulty, consult **Troubleshooting** (pp. 9-12). To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements described below. Remember, you may safely stop at any time during installation and return to DOS with (Esc), except when files are being copied.

QUICK INSTALLATION

Note: If you are running a disk cache such as *SMARTDrive*, you need to disable it to insure a clean installation. (This only affects the installation of the game. *SMARTDrive* will work normally during gameplay.) Refer to your *SMARTDrive* documentation or make a system boot disk as described in **Boot Disks** (pp. 5-7) to disable this cache.

1. Turn on your computer and wait for the DOS prompt. Some machines boot directly to *Windows*, or another shell environment. Be sure to exit *Windows* (or other shell program), and install directly from the DOS command prompt (C:\>). If you use *Windows 95*, reboot your computer in DOS Mode.
2. Insert the CD for *CyberMage* into your CD-ROM drive.
3. Type the name of your CD drive (usually D:), then press (Enter).
4. Type INSTALL and press (Enter).
5. When prompted, follow the installation program instructions.
6. To begin play, type CM at the game's directory and press (Enter).

For more details, see **Installation** (pp. 2-4).

SYSTEM REQUIREMENTS

Computer. *CyberMage* requires at least an Intel486™66+ 100% compatible system, and MS-DOS version 5.0 or higher. A Pentium 90 or faster is required for SVGA graphics.

Video Card. VGA or Super VGA card (VESA driver required for SVGA).

Hard Drive. You should have a minimum of 10 free megabytes on your hard drive to install and play this game. (Four installation options are offered: MINIMUM and up to 10 save games requires 10 megabytes. SMALL and up to 10 save games requires 20 megs. MEDIUM and up to 10 save games require 60 megs. EVERYTHING and up to 10 save games requires 135 megs.)

Mouse. *CyberMage* optionally supports a Microsoft or 100% compatible mouse, with Microsoft software driver version 8.2 or higher, Logitech software driver version 6.3 or higher, or 100% compatible software driver.

CD-ROM. *CyberMage* requires a double-speed or faster CD-ROM Drive.

Sound Card. You must have a Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Ensoniq Soundscape, ProAudio, ProAudio Plus, ProAudio 16, SoundBlaster Awe, Roland Rap-10, Roland SCC-1 or 100% compatible sound board to receive music and/or digital speech effects.

Memory. *CyberMage* uses conventional memory (base memory) and extended memory (XMS). You must have a minimum of 8 megabytes of RAM installed in your machine. You must have a minimum of 16 megabytes of RAM to play with SVGA graphics or enhanced VGA sprites.

INSTALLATION

BEFORE YOU BEGIN

Boot Disk. Boot disks solve most installation problems. (See pp. 5-7 for instructions.)

Disk Cache. If you are running a disk cache such as *SMARTDrive*, you will need to disable it to insure a clean installation. Refer to your *SMARTDrive* documentation or make a system boot disk as described in **Boot Disks** (pp. 5-7) to disable this cache. This only affects the installation of the game. *SMARTDrive* will work normally during gameplay.

Disk Compression. If you are using a compression utility to increase your hard drive capacity, it may cause a noticeable slowdown in game play. *CyberMage* has not been tested with all compression programs, and it is recommended that disk compression not be used.

Hard Drive Integrity. Before installing any software, run CHKDSK (for DOS 5.0 & 6.0 users) or SCANDISK (for DOS 6.2 and up users) from your DOS directory. This searches for any lost allocation chains (pieces of files). If any are found, please run a disk utility to correct these errors on your hard drive. It's also a good idea to fully optimize and de-fragment your drive before installing new software.

INSTALLATION PROCEDURE

1- 4. Follow Steps 1 through 4 of **Quick Installation**.

5. You will be taken to a screen with 10 install options for you to modify or approve. Type the number of the option you wish to modify. You may abandon installation from this screen by pressing [Esc].

1) CD ROM (SOURCE) PATH

This should automatically be set to your CD-ROM drive (usually D:).

2) INSTALL TO (HD) PATH

Defaults to C:\CM. If you wish to install to a different drive or directory backspace over the default and enter the new path.

3) GRAPHICS MODE

Press [3] repeatedly to toggle through the choices, press [Enter] to confirm your selection.

Your 3 choices are:

VGA+ 320 X 240 256-COLOR LO-RES ANIM (8 meg) (the default, and the only choice for computers with a 486 processor and less than 16 megs of RAM).

VGA+ 320 X 240 256-COLOR HI-RES ANIM (16 meg), usable by 486 and Pentium computers with at least 16 megs of RAM. This option combines VGA backgrounds with SVGA-quality sprites (characters and enemies)

SVGA (VESA) 640 X 480 256-COLOR HI-RES ANIM (16 meg), usable by Pentium 90 or faster computers with at least 16 megs of RAM and a VESA video driver.

4) INPUT DEVICE

Your choices are selected by repeatedly pressing [4] Your choices are Mouse, Joystick, and Keyboard.

5) SOUND CARD (DIGITAL)

Defaults to sound blaster (mono). If you wish to modify this line, you will be presented with a scrolling menu of all available sound cards. Highlight your sound card with [↑] and [↓], and press [Enter] to accept.

6) SOUND CARD PORT

This setting will automatically change to the default value for the card you selected in option 5. If your sound card doesn't use the default settings, modify this line by typing over the default and press [Enter] to accept.

7) MIDI DEVICE (MUSIC)

This setting will automatically change to match the card you selected in option 5. If you wish to run your music off a different sound card, you will be presented with a scrolling menu of all available sound cards. Highlight your MIDI card with [↑] and [↓], and press [Enter] to accept.

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8) MIDI PORT

This setting will automatically change to the default value for the card you selected in option 7. If your MIDI card doesn't use the default settings, modify this line by typing over the default and press [Enter] to accept.

9) INSTALL SIZE

Available options are: MINIMUM (10MEG) (the default), SMALL (20MEG), MEDIUM (60MEG) and EVERYTHING (135MEG). Press [9] repeatedly to toggle through your choices, then press [Enter] to confirm your selection.

0) LANGUAGE

You may choose ENGLISH (the default), FRENCH or GERMAN voice and text.

6.   When your settings are as you wish, type [I]. The computer will begin copying files to your hard drive. You cannot exit installation while files are being copied.

7.   When files are copied, installation is complete and you will be returned to DOS to the drive and directory you selected for *CyberMage*'s installation. Type CM and press [Enter] to begin the game.

CHANGING YOUR SOUND CARD CONFIGURATION

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration in *CyberMage*.

Return to the drive and directory where you installed the game (default: C:\CM) and type SETUP [Enter]. This allows you to change the selections you made when you originally installed the game.

4

ORIGIN INTERACTIVE PRODUCT CATALOG

Interested in investigating the rest of ORIGIN's most recent games? If you have *Windows* 3.1 or higher, you are no more than a few clicks away from experiencing the newest in ondisk product catalogs. You'll get Product Descriptions, System Requirements, Key Features, Screen Shots and Hint Book Descriptions for our hottest games. The ORIGIN Systems Product Catalog is an excellent way to learn more about the worlds that we create at ORIGIN.

To run the ORIGIN Systems Product Catalog (only through *Windows*):

1. Open the File Manager. (*Windows* 95 users, double-click on My Computer icon.)
2. Click on the letter of your CD-ROM drive (usually D:).
3. Double-click the catalog directory.
4. Double-click on CATALOG.EXE.

BOOT DISKS (IF YOU HAVE TROUBLE INSTALLING)

If you are experiencing problems running *CyberMage* or cannot free the appropriate amount of memory, it might help to create a separate boot disk and decrease the number of memory resident programs (TSRs) you have loaded.

First, please review the **System Requirements** for *CyberMage* (p. 2) to be sure your hardware setup and *CyberMage* are compatible.

MEMORY REQUIREMENTS

CyberMage uses conventional RAM (base memory) and extended memory (XMS). You must have a minimum of 8 megabytes of total RAM installed in your machine. Of this memory, you must have at least 7.1 megabytes free XMS memory for *CyberMage* to run. *CyberMage* cannot use Expanded memory (EMS). If you are unsure about these different types of memory, consult your DOS manual.

To find out how much DOS and XMS memory your computer has available, use the DOS MEM command. From the DOS prompt, type: MEM Enter.

When the memory information is displayed on the screen, look for the following listings:

*   LARGEST EXECUTABLE PROGRAM SIZE

    This number indicates how much DOS conventional memory is available. You must have at least 512,000 bytes (500K) listed here.

*   TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED

    This is the amount of extended memory in your computer. You must have at least 7,274,500 bytes listed in this line.

MAKING A BOOT DISK
TO OPTIMIZE YOUR SYSTEM

**Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely —
without them, your computer will not function.**

Paper Copy

Before creating a boot disk, we recommend making a paper copy of your hard drive's
CONFIG.SYS and AUTOEXEC.BAT start-up files. Type at the DOS prompt:

> TYPE CONFIG.SYS

Either hand-copy or, if you have a printer, use ⌜Print Screen⌝ (or type PRINT CONFIG
SYS, then press ⌜Enter⌝, then ⌜Enter⌝ again) to generate a printout of this startup file.
Now at the DOS prompt, type:

> TYPE AUTOEXEC.BAT

Hand copy, or print a copy as described above.

Boot Disk Setup

To create a separate boot disk, insert a blank high density (HD) disk in your A:
drive. (Your computer will not boot from a B: drive.) From the DOS prompt, type:

> FORMAT A: /S ⌜Enter⌝

Modifying CONFIG.SYS

When the DOS prompt returns and the format is complete, type:

> EDIT A:\CONFIG.SYS ⌜Enter⌝

When the new screen appears, determine which memory management system
you are using (if any) from those listed below and type the commands shown
under that system:

*CONFIG.SYS using Microsoft's HIMEM.SYS (XMS with DOS 5.0 and up)
— the RECOMMENDED CONFIGURATION!*

> DEVICE=C:\DOS\HIMEM.SYS
>
> DOS=HIGH
>
> FILES=40
>
> BUFFERS=40
>
> DEVICE=C:\<path>\<your CD-ROM driver> <parameters>

In the line above, type in the information for your CD-ROM driver line from the
printout of the CONFIG.SYS. It will usually be a line containing the driver name
(example: SBCD.SYS) followed by the device name of your CD-ROM (example:
/D:MSCD001).

> SHELL=C:\DOS\COMMAND.COM C:\DOS /P
>
> DEVICE=C:\<path>\<your sound card driver> <parameters>

In the line above, type in information for your sound card driver line(s) from the
printout of the CONFIG.SYS.

Exiting CONFIG.SYS

After typing these lines, you should exit and save your file. Do so by typing:

[Alt] [F]

[X]

[Y]

Modifying AUTOEXEC.BAT

Next you need an AUTOEXEC.BAT file on your boot disk. Type:

EDIT A:\AUTOEXEC.BAT

When the new screen appears, type:

C:\<path>\mscdex.exe <exceptions>

In the line above, type in the information for the above MSCDEX.EXE exactly as it appears in the printout of your AUTOEXEC.BAT.

PATH=C:\DOS

PROMPT PG

C:\MOUSE\MOUSE.COM

Your mouse driver may need to be loaded differently. Refer to **Mouse Setup** (p. 8) and the printout of your original AUTOEXEC.BAT.

SET COMSPEC=C:\DOS\COMMAND.COM

C: (or the drive where the game is installed)

CD\CM (or your game directory, if different from the default)

CM

The AUTOEXEC.BAT file does not vary with different memory drivers.

Exit and save this file by typing:

[Alt] [F]

[X]

[Y]

TO USE YOUR NEW BOOT DISK

Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on. The boot disk should run and automatically take you into *CyberMage*.

INSTALLATION FAILS

In the unlikely event that the installation fails, an error message should tell you the nature of the problem. See **Troubleshooting** (pp. 9-12) for solutions to some common problems.

OTHER PRECAUTIONS

MOUSE SETUP

If you wish to use a mouse, be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 8.2, Logitech 6.3 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's AUTOEXEC.BAT. (If you have not made a **paper copy** (p. 6), you may view your AUTOEXEC.BAT by typing at the DOS prompt: TYPE C:\AUTOEXEC.BAT.) Look for your mouse driver line and copy it into your boot disk's AUTOEXEC.BAT, replacing the mouse driver information (C:\MOUSE\MOUSE.COM) that we suggest above.

Consult your mouse user's guide for more detailed instructions on loading the mouse driver for your computer.

DISK CACHE SETUP

Before installing *CyberMage*, we recommend that you temporarily disable your disk cache. Occasionally, "DOS error" messages can erroneously appear when installing with a disk cache active. To temporarily disable your disk cache program, make a boot disk with our recommended configuration. Refer to **Boot Disks** (p. 5-7) for how to create such a boot disk. Now reboot your computer with this boot disk (which does not include the disk cache). Then install the game normally. If you have *SMARTDrive*, when you have completed the installation, follow the instructions below to reconfigure your boot disk to include the disk cache program.

SMARTDRIVE

If you decide to run *SMARTDrive* (a disk caching program) after installing the game, you will need to add the following line at the beginning of your AUTOEXEC.BAT file. (You may need to change the path on this line, depending upon where your disk cache program is located.) If you use *SMARTDrive*, we recommend using the *SMARTDrive* versions from *Windows* 3.1 or DOS 6.0 (or above).

Type:

C:\DOS\SMARTDRV.EXE 256 C (the final letter being the drive where you installed *CyberMage*).

Note: Though other disk cache programs may work with *CyberMage*, we cannot guarantee their compatibility with this software.

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Q: CyberMage *fails to load or run and generates an error code. What's wrong with my game?*

A: Certain error messages can easily be interpreted and remedied:

Note: If you get an error message other than the ones given below, please refer to the README.TXT file on the *CyberMage* CD before calling ORIGIN Product Support.

- YOU MUST HAVE THE MINIMUM AMOUNT OF HARD DRIVE SPACE SPECIFIED FOR THE INSTALL OPTION YOU SELECTED.

  CyberMage needs this much hard drive space to store saved games. Use a smaller install option, make more room on your hard drive by deleting unused files, or upgrade to a larger hard drive. If you are using Doublespace, Drivespace or other disk compression software, more free space may be required.

- NOT ENOUGH MEMORY TO RUN CYBERMAGE.

  You either do not have 8 megabytes of RAM installed on your computer or too much of your memory has been used by an expanded memory manager, or a disk cache like *SMARTDrive*. See **Making a Boot Disk** (pp. 6-7) to make a boot disk.

- VESA DRIVER NOT FOUND

  Your video driver is not VESA compliant. You will need to get and install a VESA video driver. The *CyberMage* CD comes with UNIVBE, a universal VESA driver that should work on most systems. To use UNIVBE, simply go to your CD-ROM drive (type CD D: at the DOS prompt, if D: is your CD-ROM drive) and type UNIVBE before starting the game. Video drivers can also be downloaded, free of charge, from many online services and BBSs.

- DOS INTERRUPT ERROR — CHECK THE INSTALL GUIDE FOR MORE INFORMATION

  Your configuration loads utilities that move DOS data segments into extended memory. Such programs are incompatible with *CyberMage*. Other memory managers may have similar programs under different names. Using a boot disk configured as described under **Making a Boot Disk** (pp. 6-7) will eliminate this problem.

- FATAL ERROR 286.1020: THIS PROGRAM REQUIRES VCPI OR DPMI IN V86 MODE.

  This error occurs because you are using the NOEMS parameter in your configuration files. *CyberMage* does not run on EMS. Create a boot disk as described under **Making a Boot Disk** (pp. 6-7).

Q: CyberMage *still doesn't work after I made a boot disk and/or modified my* CONFIG.SYS *and* AUTOEXEC.BAT *files.*

A: Copy down the error code and information the computer displayed when it quit to DOS. Then see **ORIGIN Product Support**, p. 13.

MOUSE

Q: My mouse is not working with CyberMage. *My mouse works with all of my other software applications. Why not with* CyberMage?

CyberMage can be played without a mouse, using keyboard or joystick instead. If you want to use a mouse, and it is not working, check the following.

A1: Check to see if your mouse has been loaded into your AUTOEXEC.BAT or CONFIG.SYS file on the C: drive or boot disk (whichever you boot your game from). If it hasn't been loaded onto either of these, it cannot interact with your game. *Windows* and many other "multi-tasking" shell environments load their own built-in mouse driver. These mouse drivers will not operate outside their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing MOUSE [Enter] at the command prompt (C:\>).

A2: Your mouse may not be 100% Microsoft compatible. If you have *Windows*, you can edit the AUTOEXEC.BAT file on your boot disk by adding C:\WINDOWS\MOUSE and typing REM at the beginning of your previous mouse line.

- If you have DOS 6.0, you can edit the AUTOEXEC.BAT file on your boot disk by adding C:\DOS\MOUSE and typing REM at the beginning of your previous mouse line.
- If you have the disks to *Windows* 3.1, you can copy that mouse driver. Check each disk's directory (by typing DIR A:\MOUSE*.* /S) to find something similar to MOUSE.CO_ (a few letters difference is okay, but remember to type the file name the way it appears in the directory in the following steps). Copy it to your CYBERMAGE directory or boot disk. Then type EXPAND C:\CM\MOUSE.CO_ C:\CM\MOUSE.COM. Lastly, add the line C:\CM\MOUSE.COM to your boot disk AUTOEXEC.BAT and type REM at the beginning of your previous mouse line.

If copied to your boot disk, type EXPAND A:\MOUSE.CO_ A:\MOUSE.COM. If MOUSE.CO_ was expanded to the boot disk, add the line A:\MOUSE.COM to the boot disk AUTOEXEC.BAT file.

A3: Your mouse driver may be out of date. Make sure your driver is at least Microsoft Mouse Driver 8.2, Logitech 6.3 or 100% compatible. If your mouse driver is out of date, more recent versions are available free of charge on most online services and many BBSs.

DURING PLAY

Q. I have a fast Pentium with 16+ megs of RAM, but CyberMage *still runs very slowly in full-screen SVGA.*

A: Due to the high graphics resolution of *CyberMage*, full screen SVGA may run slowly even on high-end systems. Most fast Pentiums should run quickly at the default SVGA screen-size (two increments below full-screen). You can reduce your screen-size with the ⟦ ⟧ key.

Q: Why does my computer crash when I try to play CyberMage *while I am logged into a LAN (local area network)?*

A: LAN software often tries to take over the same system resources that *CyberMage* uses. We recommend that you boot from a clean boot disk that does not load your LAN drivers. Please refer to **Boot Disks** (pp. 5-7).

Q: Every time I play CyberMage, *it quits to DOS with an* OUT OF MEMORY ERROR.

A: This indicates that not enough memory existed to continue game play. Make sure that you have enough free memory in either conventional/base RAM or extended memory (XMS). Use the DOS MEM command to determine how much free memory you have available. There must be at least 7.6 megabytes free in conventional memory and XMS combined. Refer to **Boot Disks** (pp. 5-7).

Q: CyberMage *runs slowly and occasionally locks up.*

A1: You may be loading other software that is not compatible with *CyberMage*. First, try running the game from a boot disk. Refer to **Making a Boot Disk** (pp. 6-7). Also, you may not be meeting all of the necessary system requirements. You must have at least a 486/66 to play this game. Refer to **System Requirements** (p. 2).

A2: Try recalibrating your joystick. An incorrectly calibrated joystick will sometimes interfere with game performance.

Q: Why does my game crash when I play CyberMage *through Microsoft* Windows, Windows NT *or* Windows '95, *IBM OS/2 or* Desqview?

A: Multi-tasking environments such as these often conflict with *CyberMage* in their use of memory and other system resources. We do not recommend playing *CyberMage* under any of these circumstances. In general, we recommend that you exit completely from *Windows* (or similar applications) and play from the DOS prompt. *Windows '95* users should reboot to DOS Mode.

Q: I get the error: MEMORY ALLOC ERROR DURING LOADANIM DATA.

A. This error sometimes occurs if you have an SB16 sound card and an 8 meg machine. First, ensure that you are using the recommended boot-disk configuration. If the problem persists, try re-installing using the SB Mono sound card option instead.

Q: During gameplay or when I start up the game, I get the error: CDR-101: NOT READY READING DRIVE. *What do I do to prevent this?*

A1: Your *CyberMage* CD may not be in the CD drive or it may not be detected properly. Under some circumstances you may have to change to the CD-ROM drive, then type DIR D: (where D: is the letter of your CD drive) and then type CM in order to run the game.

A2: Ensure that your CD is clean — without blemishes, dust, dirt or scratches. If you find that you might need a new CD, please review the warranty information listed on p. 16 and call **Origin Product Support**, next page.

A3: Occasionally, some older CD-ROM software drivers may have difficulty handling constant and repetitive requests for data, or cannot read beyond a certain point on the CD itself. Contact your CD-ROM or SCSI controller card manufacturer for the latest drivers to your particular model of CD-ROM drive.

AUDIO

Q: I have a 100% compatible sound card but I'm not getting any sound. Why not?

or

Q: CyberMage says that it cannot find my sound card or that the sound initialization failed. What's wrong?

A: If your sound card is not one of the cards listed on the box or in the installation program, but is "100% compatible" with one of the cards listed, it may have to be put into Sound Blaster emulation mode through its software or a switch setting on the card. Consult your sound card manual or its manufacturer.

Q: I am not getting any sound or music during the introduction or gameplay. Why not?

A: This can usually be attributed to an incorrect sound card or sound card setting configuration during the installation of the game. Type SETUP from the CM\ directory to reconfigure the sound card settings. Make sure that you have selected the correct type of sound card and its appropriate settings. Consult your sound card manual or its manufacturer for further information.

ORIGIN PRODUCT SUPPORT

If, after reviewing **Troubleshooting**, you are still having a problem with the *CyberMage* software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer, hardware manufacturer or system software publisher in order to properly configure their product to run with our game. When you do call us, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have the following information:

- The error message displayed when the problem occurred (if any)
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files
- A listing of your machine's type and hardware contents
- The DOS version number and publisher that you are currently running
- The type and version of mouse driver you use
- The type and speed of your CD-ROM drive
- The contents of a CHKDSK and MEM /C /P statement
- The brand of your sound card, and IRQ, I/O address and DMA setting of that card

The most efficient way of getting support is by using the Internet (see p. 14).

Contact ORIGIN Product Support at (512) 434-HELP (4357), Monday through Friday, between 9 a.m. and 1 p.m., or 2 p.m. and 5 p.m., Central time (2 p.m. to 4 p.m., Friday afternoons). The ORIGIN fax number is (512) 795-8014.

ONLINE SERVICES & BULLETIN BOARDS

Many of the most popular online services provide access to ORIGIN company news, product updates, release dates, technical support and game hints. In addition, ORIGIN has established its own electronic bulletin board as a customer service.

America Online. You can e-mail Customer Support at ORIGIN CS or Marketing at OSI. To reach our Customer Support board in the Industry Connection, press Ctrl K for "Go to Keyword." Then type ORIGIN in the Keyword window. In addition to reading messages, you can download files from the Origin Software Library. For membership information and a free starter kit, you can call America Online toll-free at 1-800-827-6364.

CompuServe. To reach our Customer Support board in the Game Publishers Forum, type GO GAMAPUB at any "!" prompt. Then select the Origin Section (Section 12). In addition to reading the messages, you can download files from the "Library Files" menu. To reach our Customer Service department by e-mail, our address is 76004,2612 (or you can post a message in the Origin Game Publishers' Section). For membership information and a free starter kit, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #361 for your free introductory membership and $15 usage credit.

ORIGIN BBS. The ORIGIN BBS is located in Austin, Texas and has a modem support of: 300/1200/2400/9600/14,400 bauds with N,8,1. It is operational 24 hours a day, 7 days a week. Full support is provided. Call 1-512-346-2BBS (2227) to contact. No membership is required and the only cost is any long distance charges that you may incur.

Internet. You can e-mail technical support and upgrade questions to ORIGIN Customer Support at support@origin.ea.com. You can reach the ORIGIN Marketing Department at marketing@origin.ea.com. You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at ftp.ea.com.

CYBERMAGE: DARKLIGHT AWAKENING
A DAVID W. BRADLEY GAME

Designed, Written and Programmed by D. W. Bradley
Produced by Warren Spector

Associate Producer	Harvey Smith
Graphic Design	Chris Appel
3D Graphics Director	Derek Hardison
Graphic Artists	Suzanne Snelling, Chris Appel, J. Chris "Xyle" Roberts, Whitney Ayres, C.J. Taylor, Ashley Underwood
3D Models and Animation	J. Chris "Xyle" Roberts
3D Graphics Engine	Ray Bornert, D.W. Bradley
Additional Programming	Gary Speegle
Incidental Design	Harvey Smith, Jonathan Piasecki, David Beyer (#23)
Incidental Dialogue	Harvey Smith
Video Movie Player	EA Canada
Music	Steve Miller, Cinco Barnes, Evan Brandt
Sound Effects	Steve Miller, Jason Cobb
Voice Recording and Processing	Randy Buck, Jason Cobb
SOS Sound Operating System	Human Machine Interfaces (HMI), Inc.
Studio Services Director	Kay Gilmore
Quality Assurance Supervisor	Marie Williams
Quality Assurance Project Leader	Jonathan Piasecki
QA Assistant Project Leader	Monte Mathis
QA Translations Liaison	Lisa Acton
QA Testers	Hal Milton, Rhea Shelly, Brett Bonner, Anthony Castoro, Jason Kelly, Joseph Bass
QA Hardware Supervisor	Brian Wachhaus
QA Hardware Testers	Dee Starns, Jerrold Harrington
French QA Testers	Didier Jumeau, Jean-Luc Chabrier, Dan Taillefer
German QA Testers	Kai Lebert, Stephen Lips, Roman Traycey
Translations Manager	Kirsten Vaughan
French Software Translations	Dominique Poumeyrol-Jumeau, Monique Quirk
German Software Translations	Frank Dietz
French Studio	La Marque Rose, Paris
German Studio	FFS GmbH, Munich
Box and Logo Design	Al Carnley
Cover Illustration	Ashley Underwood
Marketing	Chris Plummer
Documentation	Chris W. McCubbin
Documentation Editing	David Ladyman
Documentation Design	John Bowie, Catherine Cantieri, Robin McShaffry
French Documentation Translation	Dominique Poumeyrol-Jumeau, Isabelle Rice
German Documentation Translation	Frank Deitz, Anja Rumbarger

Comic Book Produced by Adhesive Media

Voice Talent:

Cinco Barnes, Colom Keating, David Arnsberger, David Knoll, Diane Perella, Ev Lunning, Evan Brandt, Garland Thompson, Harvey Smith, John Edson, Keith Kelly, Laurie Heuring, Laurie Raymond, Marcus Nelson, Margaret Lloyd, Mark Franz, Michael Dalmon, Randy Buck, Sage Schlather, Sheila Gordon, Sheryl Davis, Steve Sanders, Steve Sherer, Tim Mateer, Toni Perenski, Tracie Gaudie.

Special Thanks to Kevin Potter and Big Jim Shobert
For my wife, Paulette

ORIGIN SYSTEMS, INC.
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